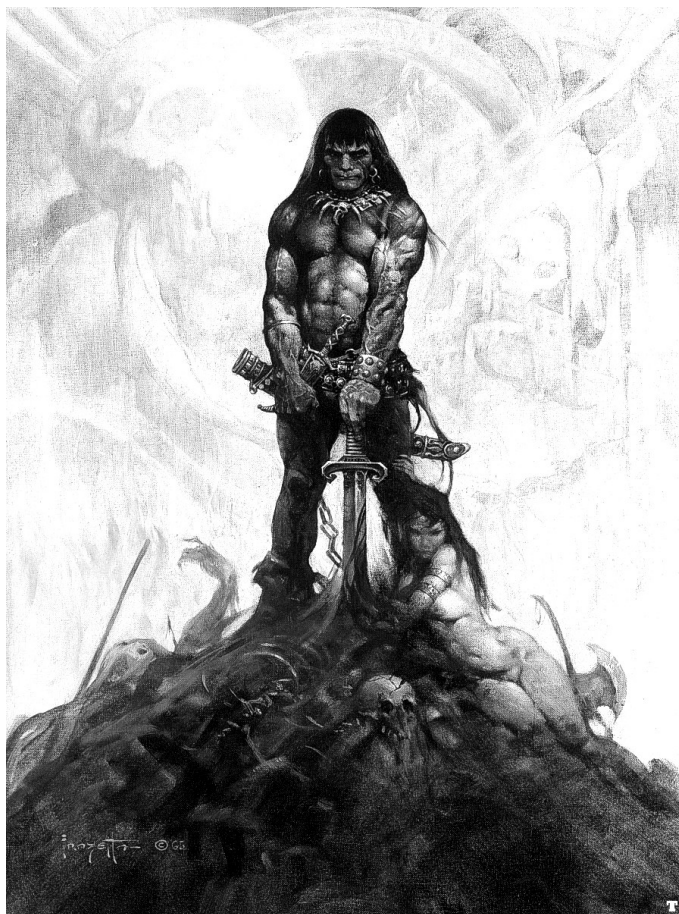


Microlite20



The Complete Rules

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Microlite20 – complete original text version
- content from http://microlite20.wikia.com/wiki/Microlite20_Wiki

Original Version by Robin V. Stacey
Latest Version by Seth Dribtko

Character Creation

Start by rolling your stats.

Pick your race and class.

Figure out your skills, then have a look at magic if you use it and combat.

Then get some equipment. Take your money, buy some weapons, armor, and gear.

STATS

Start by rolling your stats.

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats.

Repeat for remaining stats.

Stat bonus = $(\text{STAT}-10)/2$, round down.

RACES

Basic Races

Dwarves get +2 to STR.

Elves get +2 to MIND.

Halflings get +2 to DEX.

Humans get +1 to all Skill rolls.

Expert Races

Gnomes get +1 to DEX, +1 to MIND.

Half-elves get +1 to DEX, +1 to any two Skills.

Half-orcs get +4 to STR, -2 to MIND.

Lizardmen get +2 to STR, +2 to DEX, -2 to MIND.

Optional Races

Bugbears get +2 to STR, +1 to DEX, -2 to Communication.

Gnolls get +4 to STR, -2 to Communication, -2 to Knowledge.

Goblins get +2 to DEX, +1 to Subterfuge, -1 to Communication.

Half-ogres get +6 to STR, -2 to DEX, -2 to MIND.

Hobgoblins get +1 to STR, +1 to DEX.

Kobolds get +4 to DEX, -2 to STR.

Orcs get +4 to STR, +1 to Physical, -2 to MIND, -1 to Communication.

Troglodytes +2 STR, +1 AC, +1 to Survival, -2 to DEX.

CLASSES

The core classes are Cleric, Fighter, Rogue, Magi. The expert classes are Bard, Druid, Illusionist, Paladin, Ranger, Sorcerer. The optional classes are Inquisitor, Magus, Summoner, Witch. Characters begin at Level 1.



Core Classes

Clerics

Can wear light or medium armor. They cast divine spells and gain a +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the

current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND bonus) times per day.

Fighters

Wear any kind of armor and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter.

Mage

Wear no armor. They can cast arcane spells, and gain a +3 bonus to Knowledge.

Rogues

Can use light armor. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually Subterfuge + DEX bonus, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Expert Classes

Bards

Wear light armor and can use bucklers. They gain a +2 bonus to Communication, Knowledge, and Subterfuge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to charm person or remove fear up to 3 times per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist of 5 levels lower.

Druids

Wear any non-metal armor or shield. They cast Druid spells and gain a +2 to Knowledge and a +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can pass without trace at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2 Hit Points per level when changing back into his human form.

Illusionists

Wear no armor. They can cast Illusionist spells, and gain a +2 bonus to Communication and a +1 bonus to Subterfuge.

Paladins

Wear any kind of armor and use shields. They have a +2 bonus to Communication and a +1 bonus to Physical. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can detect evil within 60' at will and can heal up to 2 Hit Points per level per day by laying on hands. A character must be of Lawful Good alignment to be a Paladin.

Rangers

Can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Sorcerers

Can use light armor. They have a +2 bonus to Communication and a +1 bonus to Knowledge. They cast one-half as many spells at each level and choose from the Mage spell list. Rather than casting signature spells, Sorcerers can reduce the Hit Point cost of any chosen spell by 1 every odd level. This reduction can be applied to the same spell repeatedly until it has a 0 Hit Point cost. These points can be reassigned each level.

Optional Classes

Inquisitors

Can use light or medium armor and can use shields. They have a +2 bonus to Subterfuge and a +1 bonus to Survival. If Inquisitors fight or watch an opponent for one round, they gain +1 to all attack and damage rolls against that foe. This increases by +1 at 5th level and every five levels thereafter. At 3rd level an Inquisitor can discern lies at will. Beginning at 6th level, an Inquisitor casts spells as a Cleric of 5 levels lower.

Maguses

Can use light armor. They gain a +2 bonus to Knowledge and a +1 bonus to Physical. They cast one-half as many spells at each level, but choose from Illusionist and Mage spell lists. Maguses can attack using a light weapon in one hand with a -2 penalty and simultaneously cast a standard action spell with their other hand. If this weapon attack exceeds the target AC by 10 while casting at the same time, no Hit Points are lost for that spell.

Summoners

Can use light armor. They gain a +3 bonus to Knowledge and can summon within 30' range a number of Hit Dice in living monsters per day equal to their level for 1 minute/level. Summoners can also use these Hit Dice to call their eidolon for the day, which can speak and rolls d10s for Hit Points. At 3rd level a Summoner can sense what the eidolon senses at will. Beginning at 6th level, they cast Summoner spells as a caster of 5 levels lower.

Eidolons

Roll 4d6 for STR and DEX, drop the lowest dice, but 1d6+3 for MIND. They have +3 worth of skill bonuses and can take the shape of any monster with Hit Dice up to Summoner level (skills/shape can change each level). All natural weapons combine into one attack and deal d4 damage. This increases with each doubling of Hit Dice (d4->d6, d6->d8, etcetera). Eidolons gain +1 AC, +1 skill, or +1 stat every Summoner level that divides by 3.

Witches

Wear no armor. They have a +2 bonus to Knowledge and a +1 bonus to Survival. They cast one-half as many spells at each level, but choose from Cleric, Druid, Illusionist, and Mage spell lists. Witches can hex within 30' at-will once per creature each day, casting fortune/misfortune on their next d20 roll (roll twice, take better/worse result). Every hex that causes a fortune success/misfortune failure restores 1 Hit Point lost from casting spells.

SKILLS

There are just 5 skills: **Communication, Knowledge, Physical, Subterfuge, and Survival.** Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race. Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Survival is used for things like deter mining direction, foraging, finding rare herbs or water, hunting, setting or spotting snares, tracking and the like. Only Druids, Rangers, Inquisitors, and Witches are specialized with this skill.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Skills Examples

Appraise - Communication + MIND.

Balance - Physical + DEX.

Bluff - Communication + MIND.

Climb - Physical + DEX or STR, whichever is highest.

Concentration - Doesn't apply. GM's fiat applies.

Craft - It's an out of game thing. No one ever crafts things in-game, so it's a redundant skill. Alternatively, Knowledge + DEX.

Decipher Script - Knowledge + MIND or Communication + MIND.

Diplomacy - Communication + MIND.

Disable Device - Subterfuge + MIND or Subterfuge + DEX.

Disguise - Subterfuge + MIND.

Escape Artist - Subterfuge + DEX or Subterfuge + STR, depending on what you're escaping out of exactly.

Forgery - Communication + DEX.

Gather Information - Communication + MIND.

Handle Animal - Communication + MIND or Communication + STR if the animal is bigger than you.

Heal - Knowledge + MIND.

Hide - Subterfuge + DEX.

Intimidate - Physical + STR or Subterfuge + MIND or Communication + STR (you choose).

Jump - Physical + STR (long jump) or Physical + DEX (high jump).

Knowledge - Knowledge + MIND.

Listen - Subterfuge + MIND.

Move Silently - Subterfuge + DEX.

Open Lock - Subterfuge + DEX.

Perform - Communication + MIND, although it could be DEX if you're juggling, or STR if you're a weight lifter.

Profession - Communication + MIND, usually.

Ride - Communication + DEX.

Search - Subterfuge + MIND.

Sense Motive - Communication + MIND.

Sleight of Hand - Subterfuge + DEX.

Speak Language - Doesn't apply. You either know the language or you don't. Alternatively, Communication + MIND to understand subtle nuances, I guess.

Spellcraft - MIND only.

Spot - Subterfuge + MIND.

Survival - Physical + STR to survive, or Subterfuge + DEX or STR to hunt stuff.

Swim - Physical + STR.

Tumble - Physical + DEX.

Use Magic Device - You can either use it, or you can't. GM fiat. Alternatively, MIND only.

COMBAT

Hit Points = STR stat + 1d6/Level. If Hit Points reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etcetera.

Melee attack bonus = STR bonus + Level.

Missile attack bonus = DEX bonus + Level.

Magic attack bonus = MIND bonus + Level.

Add attack bonus to d20 roll. If higher than your opponent's armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, +2 for 2-handed weapon attacks.

Armor Class (AC) = 10 + DEX bonus + armor bonus.

HEROISM

While Microlite20 certainly simplifies your game by declining the use of the endless array of "Feats" available in the SRD, this can sometimes decrease Microlite20's intended compatibility with some d20 adventures, with respects to power level. Heroism is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etcetera) and may be applied once per day to up to three of the following:

1. Attack Bonus.
2. Damage.
3. Saving Throw.
4. Skill Check.
5. Spell DC.

COHORTS

Adventurers attract followers as stories of their heroic deeds are immortalized in song. Characters can attract a number of Hit Dice worth of cohorts from level 6 onwards equal to one-half their level, rounded down. As more Hit Dice are gained towards attracting cohorts, characters can either advance existing followers using the Monster Advancement rules or attract new ones.

Advancing existing followers or attracting fewer followers with higher Hit Dice inspires loyalty, granting a +1 skill bonus when interacting with cohorts for every two Hit Dice they possess. Some characters can begin with a cohort at level 1, like the



Druid and Ranger with an animal companion or the Illusionist, Mage, Magus, Sorcerer, and Witch with a familiar.

If only one cohort is chosen with the maximum number of Hit Dice that can be attracted, the follower gains a bonus Hit Dice (above the normal restriction) for every level of the character they are following that divides by 3. These bonus Hit Dice can allow for more powerful followers. For example, a level 3 Ranger could attract a wolf animal companion with 2 Hit Dice.

Animal Companions

You can have an animal companion that helps and obeys you. The Hit Dice of this animal can be advanced like a normal cohort, but may start with up to 1 Hit Dice if you are a level 1 Druid or Ranger (for example, badger, dog, eagle, fox, monkey, owl). Animal companions gain +1 AC, +1 skill, or +1 stat for every Hit Dice that divides by 3.

Familiars

You can have an animal or monster familiar that helps and obeys you, but with +3 worth of assignable skills bonuses. The Hit Dice of this animal or monster can be advanced like a normal cohort, but may start with up to ½ Hit Dice if you are a level 1 Illusionist, Mage, Magus, Sorcerer, or Witch (for example, bat, cat, lizard, rat, raven, viper). You form a telepathic bond with your familiar and can sense what the creature senses at will, but take 1 point of damage for every 2 points of damage inflicted on the creature. Familiars gain +1 AC, +1 skill, or +1 stat for every Hit Dice that divides by 3.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. For example: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, et cetera.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds: 1d6 to Hit Points.

1 to all attack rolls.

1 to all skills.

If the level divides by three (for example, level 3, 6, 9, et cetera) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15, et cetera.

Clerics and Magi gain access to new spell levels at levels 3, 5, 7, 9, et cetera.

Example:

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

EQUIPPING YOUR CHARACTER

Starting Wealth

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount (gp)
Cleric	120
Fighter	150
Mage	75
Rogue	125
Bard	125
Druid	100
Illusionist	75
Sorcerer	100
Paladin	150
Ranger	150
Inquisitor	150
Magus	120
Summoner	100
Witch	75

The character uses this accumulated wealth to purchase their initial weapons, armor, and adventuring equipment, using the price lists on the tables below.

WEAPONS

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Light

Weapon	(gp)	Dam	Range (ft.)
Unarmed	-	1d3	—
Axe, throwing	8	1d6	10
Dagger	2	1d4	10
Hammer, light	1	1d6	20
Hand-axe	6	1d4	—
Mace, light	5	1d6	—
Pick, light	4	1d4	—
Sap	1	1d6	—
Sickle	6	1d6	—
Sword, short	10	1d6	—

One-Handed

Weapon	Cost (gp)	Damage	Range (ft.)	
Battleaxe	10	1d8	—	
Club	—	1d6	10	
Flail	8	1d8	—	
Longsword	15	1d8	—	
Mace, heavy	12	1d8	—	
Morningstar	8	1d8	—	
Pick, heavy	8	1d6	—	
Rapier	20	1d6	—	
Scimitar	15	1d6	—	
Short Spear	1	1d6	20	
Sword, bastard	35	1d10	—	
Trident	15	1d8	10	
War-axe, Dwarven	30	1d10	—	
War Hammer	12	1d8	—	
Whip	1	1d3	—	

Two-Handed

Weapon	Cost (gp)	Damage	Range (ft.)	
Chain, spiked	25	2d4	—	
Falchion	75	1d6	—	
Flail, heavy	15	1d8	—	
Glaive	8	1d8	—	
Great-axe	20	1d10	—	
Great club	5	1d8	—	
Great Sword	50	2d6	—	
Guisarme	9	2d4	—	
Halberd	10	1d10	—	
Lance	10	1d8	—	
Long Spear	5	1d8	—	
Quarterstaff	—	1d6	—	
Scythe	18	2d4	—	
Spear	2	1d8	20	

Ranged

Weapon	Cost (gp)	Damage	Range (ft.)	
Crossbow, hand	100	1d4	30	
Crossbow, heavy	50	1d10	120	
Crossbow, light	35	1d8	80	
Dart	0.5	1d4	20	
Javelin	1	1d6	30	
Longbow	75	1d8	100	
Net	20	—	10	
Short Bow	30	1d6	60	
Sling	—	1d4	50	



ARMOR AND SHIELDS

Here is the format for armor entries (given as column head ings on the table below).

Cost: This value is the price for purchasing the armor.

AC Bonus: The column gives the armor Class bonus provided by the armor.

Armor

Light	Cost (gp)	AC Bonus
Padded	2	+1
Leather	10	+2
Studded Leather	25	+3
Chain Shirt	100	+4

Medium	Cost (gp)	AC Bonus
Hide	15	+3
Scale Mail	50	+4
Chainmail	150	+5
Breastplate	200	+5

Heavy	Cost (gp)	AC Bonus
Splint Mail	200	+6
Banded Mail	250	+6
Half-plate	600	+7
Full Plate	1,500	+8

Shields	Cost (gp)	AC Bonus
Buckler	15	+1
Shield, Light Wood	3	+1
Shield, Light Steel	9	+1
Shield, Heavy Wood	7	+2
Shield, Heavy Steel	20	+2
Tower	30	+4

ADVENTURING GEAR

Adventuring Equipment - Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for players to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

50 Gold Pieces each.

Choose a pack or roll 1d6 to select one randomly.

Pack A (1–2): Backpack, Bedroll, Belt Pouch, 2 sets of Caltrops, Flint and Steel, Lantern (hooded), 10 Oil Flasks, Trail Rations (1 week), Shovel, Signal Whistle, Waterskin.

Pack B (4–5): Backpack, Bedroll, Belt Pouch, 10 pieces of Chalk, Crowbar, Flint and Steel, Small Steel Mirror, 4 Oil Flasks, 10' Pole, Trail Rations (1 week), 10 Torches, Waterskin.

Pack C (5–6): Backpack, Bedroll, Belt Pouch, Flint and Steel, Grappling Hook, 5 Oil Flasks, 10' Pole, Trail Rations (1 week), 50' Rope, Tent, 10 Torches, Waterskin.

Finally, add the following, based on your Class:

Cleric: Silver Holy Symbol, 5 Gold Pieces.

Fighter: Vial of Holy Water, 5 Gold Pieces.

Mage: Spellbook, 2 Spell Pouches, 5 Gold Pieces.

Rogue: Thieves' Tools.

Adventuring Gear

Acid (flask)	10 gp
Antitoxen (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, Winter	5 sp
Block and Tackle	5 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fish Hook	1 sp
Fishing Net (25 sq. ft.)	4 gp

Flask (empty)	3 cp
Flint and Steel	1 gp
Glass Bottle, wine	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder (10 ft.)	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simply	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	50 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp
Oil, flask (1 pint)	1 sp
Paper (sheet)	5 sp
Parchment (sheet)	2 sp
Picker, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole (10 ft.)	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack, empty	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Shovel or Spade	2 gp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spell Component Pouch	5 gp
Spellbook, (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

Clothing

Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

Mounts and Related Gear

Barding, medium creature	
armor price x2	
Barding, large creature	
armor price x4	
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
War Pony	100 gp

MAGIC

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is:

1 + double the level of the spell being cast.

Spell Level:	0	1	2	3	4	5	6	7	8	9
HP Cost:	1	3	5	7	9	11	13	15	17	19

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upwards that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less Hit Points to use.

To resist spells, the Difficulty Class (DC) for all spells: $10 + \text{Caster Level} + \text{Caster's MIND bonus}$.

Here are three ways for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit points, added to the standard cost of the spell at the time it is cast.



Extending

Makes a spell last twice as long as it normally would. An Extended spell costs an additional 2 Hit Points.

Empowering

Makes a spell do 50% more damage than it normally would. An Empowered spell costs an additional 4 Hit Points.

Widening

Makes a spell's area of effect twice as big as it would normally be. A Widened spell costs an additional 6 Hit Points.

Arcane Spells

0-Level Arcane Spells: Cantrips

Arcane Mark: Inscribe a permanent personal rune (visible or invisible).

Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.

Light: Object shines like a torch for 10 min./level.

Mage Hand: 5-pound telekinesis. Lasts until concentration ends.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-Level Arcane Spells

Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.

Mage Armor: Gives subject +4 armor bonus for 1 hour/level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-Level Arcane Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction for 1 min./level.

Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-Level Arcane Spells

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Fly: Subject flies at speed of 60 ft. for 1 min./level.

Lightning Bolt: Electricity deals 1d6/level damage.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-Level Arcane Spells

Animate Dead: Creates level X2 HD of undead skeletons or zombies.

Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.

Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.

Dimension Door: Teleports you short distance.

Polymorph: Gives one willing subject a new form for 1 min./level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-Level Arcane Spells

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.

Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.

Feeblemind: Subject's MIND score drops to 1.

Passwall: Creates passage through wood or stone wall for 1 hour/level.

Permanency: Makes certain spells permanent.

Teleport: Instantly transports you as far as 100 miles/level.

6th-Level Arcane Spells

Antimagic Field: Negates magic within 10 ft. for 10 min./level.

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.

Disintegrate: Destroys one creature or object.

Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

True Seeing: Lets you see all things as they really are for 1 min./level.

7th-Level Arcane Spells

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Kills one subject.

Plane Shift: As many as eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).

Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th-Level Arcane Spells

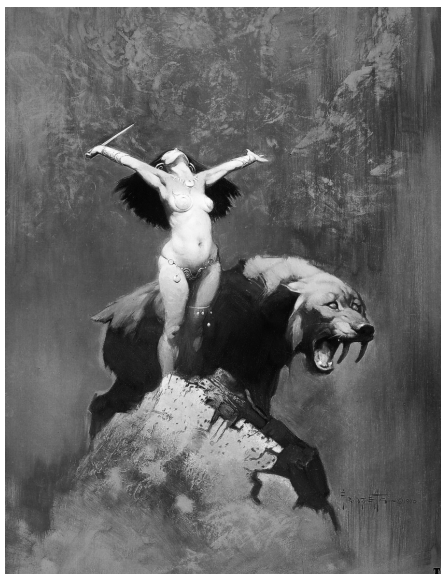
Clone: Duplicate awakens when original dies.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.

Irresistible Dance: Forces subject to dance for 1d4+1 rounds.

Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.



Trap the Soul: Imprisons subject within gem.

9th-Level Arcane Spells

Astral Projection: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions for 1 min./level.

Gate: Connects two planes for travel or summoning. Open for 1 round/level.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less.

Soul Bind: Traps newly dead soul to prevent resurrection.

Divine Spells

0-Level Divine Spells: Orisons

Create Water: Creates 2 gallons/level of pure water.

Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.

Light: Object shines like a torch for 10 min./level.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Resistance: Subject gains +1 on saving throws for 1 minute.

Virtue: Subject gains 1 temporary hp for 1 minute.

1st-Level Divine Spells

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.

Bless Water: Makes holy water.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.

Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-Level Divine Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1.

Gentle Repose: Preserves one corpse.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-Level Divine Spells

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-Level Divine Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 10 min./level.

Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

Tongues: Speak any language for 10 min./level.

5th-Level Divine Spells

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Raise Dead: Restores life to subject who died as long as one day/level ago.

True Seeing: Lets you see all things as they really are for 1 min./level.

6th-Level Divine Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.

Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-Level Divine Spells

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction: Kills subject and destroys remains.

Ethereal Jaunt: You become ethereal for 1 round/level.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater: As restoration, plus restores all levels and ability scores.

Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-Level Divine Spells

Antimagic Field: Negates magic within 10 ft. for 10 min./level.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact loc of creat or object.

Fire Storm: Deals 1d6/level fire damage.

Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells

Astral Projection: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions for 1 min./level.

Gate: Connects two planes for travel or summoning. Open for 1 round/level.

Heal, Mass: As heal, but with several subjects.

Implosion: Kills one creature/round for 4 rounds or until concentration ends.

Soul Bind: Traps newly dead soul to prevent resurrection.

Druid Spells

0-Level Druid Spells

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects spells and magic items within 60' for 1 minute per level.

Detect Poison: Detects poison in one creature or object.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws for 1 minute.

1st-Level Druid Spells

Entangle: Plants entangle everyone in 40' radius for 1 minute/level.

Faerie Fire: Outlines subjects with light for 1 minute/level, cancels blur, invisibility, etc.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Obscuring Mist: Fog surrounds you, provides concealment for 1 minute/level

Produce Flame: 1d6 damage +1/level, touch or thrown.

Speak with Animals: You can communicate with animals for 1min/level.

2nd-Level Druid Spells

Barkskin: Grants +2 or higher bonus to AC for 10min/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Makes metal so hot it damages those who touch it.

Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds

Tree Shape: You look exactly like a tree for 1hour/level.

Warp Wood: Bends wood within 20' radius.

3rd-Level Druid Spells

Call Lightning: Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10min/level.

Speak with Plants: You can talk to normal plants and plant creatures for 1min/level.

Spike Growth: For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.

Stone Shape: Sculpts stone into any shape.

Water Breathing: Subjects can breathe under water for 2 hours/level divided by number of subjects.

4th-Level Druid Spells

Air Walk: Subject treads on air for 10min/level

Anti-Plant Shell: Keeps animated plants at bay for 10min/level, 10' radius.

Ice Storm: Hail does 5d6 damage in cylinder 40' across

Reincarnate: Brings dead subject back in random body.

Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

5th-Level Druid Spells

Awaken: Animal or Tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As call lightning, but does 5d6 per bolt.

Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.

Transmute Rock to Mud: Transforms 2 10' cubes per level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th-Level Druid Spells

Fire Seeds: Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

LiveOak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills, in an area up to 750' square and 10' deep.

Stone Tell: Talk to natural or worked stone for 1min/lvl.

Transport via Plants: Move instantly from one plant to another of its type anywhere.

Wall of Stone: Creates a wall of stone that can be shaped.

7th-Level Druid Spells

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Earthquake: Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.

Finger of Death: Kills one subject.

Fire Storm: Does 1d6/lvl fire damage to 2 10' cubes per level.

Wind Walk: You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.

Illusionist Spells

0-Level Illusionist Spells

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights for 1 minute.

Detect Illusion: Detects Illusions in a 60' radius for 1 minute per level.

Ghost Sound: Figment sounds for 1 round/level.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read Scrolls and Spellbooks for 10/min per level.

1st-Level Illusionist Spells

Charm Person: Makes one person your friend for 1 hour per level.

Color Spray: Incapacitates creatures within a 15' cone.

Disguise Self: Changes your appearance for 10 minutes per level.

Hypnotism: Fascinates 2d4 HD of creatures for 2d4 rounds.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 minute per level.

2nd-Level Illusionist Spells

Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.

Hideous Laughter: Subject loses actions for 1 round/level.

Hypnotic Pattern: Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.

Invisibility: Subject is invisible for 1 minute/level or until it attacks.

Minor Image: As Silent Image plus some sound.

Mirror Image: Creates 1d4+1 decoys of caster for 1 minute per level.

3rd-Level Illusionist Spells

Daylight: 60' radius of daylight for 10 minute/level.

Deep Slumber: Puts 10HD of creatures to sleep for 1 minute per level.

Displacement: Attacks against the subject miss 50% of the time for 1 round/level.

Invisibility Sphere: Makes everyone within 10' invisible.

Major Image: As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour/level or until completed.

4th-Level Illusionist Spells

Charm Monster: Make one monster believe it is your ally for 1 day/level.

Confusion: Subjects behave oddly for 1 round/level.

Invisibility, Greater: As invisibility, but subject can attack and stay invisible.

Minor Creation: Create one cloth or wood object.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th-Level Illusionist Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dominate Person: Controls subject telepathically for 1 day/level.

Major Creation: As minor creation, plus stone or metal.

Persistent Image: As major image, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

6th-Level Illusionist Spells

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Permanent illusion with sight, sound, and smell controlled by concentration.

Programmed Image: As major image, triggered by specific event.

Shadow Walk: Step into shadow and travel rapidly; 50mph for 1 hour/level.

Suggestion, Mass: As suggestion, plus one subject per level.

True Seeing: Lets you see things as they truly are.

7th-Level Illusionist Spells

Invisibility, Mass: As invisibility, but affects all in range.

Phase Door: Creates invisible passage through wood and stone.

Power Word: Blind: Blinds creature with 200hp or less.

Prismatic Spray: 60' Cone-shaped burst of rays for variety of effects:

Project Image: Illusory double can talk and cast spells at medium range for 1 round/level.

Weird: As phantasmal killer, but affects all within 30'.

Summoner Spells

0-Level Summoner Spells: Cantrips

Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.

Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.

Light: Object shines like a torch for 10 min./level.

Mage Hand: 5-pound telekinesis. Lasts until concentration ends.

Read Magic: Read scrolls and spellbooks for 10 min./level.

Resistance: Subject gains +1 on saving throws for 1 minute.

1st-Level Summoner Spells

Expeditious Retreat: Your base speed increases by 30 ft. for 1 min./level.

Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.

Grease: Makes 10-ft. square or one object slippery.

Mage armor: Gives subject +4 armor bonus for 1 hour/level.

Mount: Summons riding horse for 2 hours/level.

Unseen Servant: Invisible force obeys your commands.

2nd-Level Summoner Spells

Barkskin: Grants +2 or higher bonus to AC for 10 min/level.

Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Phantom Steed: Magic horse appears for 1 hour/level.

Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds.

3rd-Level Summoner Spells

Charm Monster: Make one monster believe it is your ally for 1 day/level.

Displacement: Attacks against the subject miss 50% of the time for 1 round/level.

Dispel Magic: Cancels magical spells and effects.

Fly: Subject flies at speed of 60 ft. for 1 min./level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10 min/level.

Water Breathing: Subjects can breathe under water for 2 hours/level divided by number of subjects.

4th-Level Summoner Spells

Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.

Dimension Door: Teleports you short distance.

Invisibility, Greater: As invisibility, but subject can attack and stay invisible.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

Tongues: Speak any language for 10 min./level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

5th-Level Summoner Spells

Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.

Dismissal: Forces a creature to return to its native plane.

Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Sending: Delivers short message anywhere, instantly.

Teleport: Instantly transports you as far as 100 miles/level.

6th-Level Summoner Spells

Charm Monster, Mass: As Charm Monster, but affects all in range. Banishment: Banishes 2 HD/level of extraplanar creatures.

Planar Binding: As Lesser Planar Binding, but up to 12 HD.

True Seeing: Lets you see all things as they really are for 1 min./level.

Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

Wall of Stone: Creates a wall of stone that can be shaped.

7th-Level Summoner Spells

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact location of creature or object.

Dominate Monster: Controls monster telepathically.

Ethereal Jaunt: You become ethereal for 1 round/level.

Plane Shift: As many as eight subjects travel to another plane.

Planar Binding, Greater: As Lesser Planar Binding, but up to 18 HD.

MONSTERS

Skills: All creatures have a bonus to all skills (Physical, Subterfuge, Knowledge and Communication) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill.

Stat Bonuses: To suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Cleric or Mage (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (for example, d4->d6, d6->d8, etcetera). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Cleric, Fighter, Rogue, or Mage as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1) or HD 1d8+4 (8 hp), AC 13, Claw +6 (1d2+1) once attacked.

Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2).

Bat: HD ½d8 (2 hp), AC 16, Bite +6 (1d2-4).

Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4).

Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3).

Cat: HD ½d8 (2 hp), AC 14, Claw +4 (1d2-4).

Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6).

Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1).

Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2).



Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4).

Fox: HD 1d8+1 (5 hp), AC 16, Bite +3 (1d3).

Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12).

Gorilla: HD 3d8+6 (19 hp), AC 15, Slam +6 (1d6+6) or bite +6 (1d6+3).

Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1).

Lizard: HD 1/2d8 (2 hp), AC 14, Bite +4 (1d4-4).

Monkey: HD 1d8 (4 hp), AC 13, Bite +3 (1d3).

Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3).

Owl: HD 1d8 (4 hp), AC 17, Bite +5 (1d4-2).

Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1).

Rat: HD 1/2d8 (2 hp), AC 14, Bite +4 (1d3-4).

Raven: HD 1/2d8 (2 hp), AC 14, Claw +4 (1d2-4).

Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4).

Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10).

Snake (tiny viper): HD 1/2d8 (2 hp), AC 17, Bite +5 (1d2-4 plus poison).

Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison).

Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison).

Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison).

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3).

Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4).

Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3).

Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2).

Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1).

Dinosaur

Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2).

Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2).

Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15).

Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13).

Dire Animal

Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5).

Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease).

Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10).

Creatures / Monsters

Air Elemental (small): HD 2d8 (9 hp), AC 17, Slam +5 (1d4).

Air Elemental (medium): HD 4d8+8 (26 hp), AC 18, Slam +8 (1d6+1).

Air Elemental (large): HD 8d8+24 (60 hp), AC 20, Slam +12 (2d6+2).

Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid).

Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7).

Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2).

Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3).

Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 Physical + STR to negate).

Dragon - Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half.

Dragon - Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half.

Dragon - Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half.

Dragon - Young Adult Silver: HD 19d12+79 (202 hp), AC28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half.

Dwarf: HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6).

Earth Elemental (small): HD 2d8+2 (11 hp), AC 17, Slam +5 (1d6+4).

Earth Elemental (medium): HD 4d8+12 (30 hp), AC 18, Slam +8 (1d8+7).

Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7).

Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8).

Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2).

Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 Physical + DEX to negate).

Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis).

Gnoll: HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6).

Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4).

Griffon: HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4).

Halfling: HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6).

Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire).

Hill Giant: HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7).

Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1).

Human Commoner: HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4).

Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6–1) or sling +3 (1d3).

Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1).

Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 Physical + STR to negate).

Ogre: HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5).

Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3).

Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease).

Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5).

Rust Monster: HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust).

Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str).

Shambling Mound: HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7).

Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1).

Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach).

Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9).

Treant: HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9).

Troll: HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6).

Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain –1 level, DC 14 Physical + STR to negate) or blood drain (–1d4 STR).

Vermin

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw +2 (1d2–4) or sting –3 (1d2–4 plus poison).

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw +1 (1d3–1) or sting –4 (1d3–1 plus poison).

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw +6 (1d6+4) or sting +1 (1d6+2 plus poison).

Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw +11 (1d8+6) or sting +6 (2d4+3 plus poison).

Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4–2 plus poison).

Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison).

Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison).

Undead

Werewolf (Human Form): HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8).

Werewolf (Wolf Form): HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3).

Werewolf (Hybrid Form): HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2).

Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain).

Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus –1d6 STR, DC 14 Physical + STR to negate).

Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4).

Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1).



GAME MASTER'S GUIDE

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below.

The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type: Disease's method of delivery (contact, inhaled, or injury).

DC: The Physical + STR check DC needed to prevent infection.

Incubation: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and -1d3 STR.

Mindfire: Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1 day, -1d8 DEX.

Extreme Cold and Heat

If not wearing suitable protection, a character must make a Physical + STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling Damage

A falling character takes 1d6 Hit Points of damage per 10 feet fallen. If the character makes a successful Physical + DEX roll, only take ½ damage. The DC for the Physical + DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 Hit Points of damage to falling damage per 10 ft. fallen (with a maximum of +10 Hit Points).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type: The poison's method of delivery (contact, ingested, inhaled, or injury).

DC: The Physical + STR check DC needed to avoid the poison's damage.

Damage: Expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the Physical + STR check against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second Physical + STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.

Price: The cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.
 Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.
 Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.
 Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.
 Monstrous Spider (small): Injury, DC 10, -1d3 STR/-1d3 STR, 125 gp.
 Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.
 Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.
 Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.
 Sleep Poison: Injury, DC 13, unconsciousness/unconsciousness for 2d4 hours, 75 gp.
 Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
 Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
 Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.
 Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp

TRAPS

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type: Lists the trap used and the effect it has.

Attack: Shows the traps attack bonus or type of effect.

Damage: Shows the amount and type of damage the trap deals.

Save DC: Lists the Physical + DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC: Lists the DC for the Knowledge + MIND check necessary to find the trap without triggering it.

Disable DC: Lists the DC for the Subterfuge + DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: Spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: Spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: Spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: Spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: Walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: Spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: Spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: Spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: Spell effect (death); Save DC 20 (Physical + STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: Spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: Ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: Spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: Walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

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